

South County Softball League

12U & 14U Division Rules

(Rev 4.12.2024)

1. In the regular season: A **six (6) inning game** will attempt to be played. However, in the regular season and in the playoffs, at **1 hour 20 minutes**, the current inning will be finished, and one more complete inning will be played. At **1 hour and 40 minutes**, the current inning will be finished.

In the playoffs: At **1 hour and 20 minutes**, the umpire will declare the final inning. If it is the top of the inning (even with outs), this will still be the final inning, and **unlimited runs** will be allowed for both teams. If the final inning is declared and it is the bottom of the inning, that inning finishes with the standard 5 run limit, and the next inning will be the final inning.

The championship game(s) will play the regulation 6 innings with no time limit and unlimited runs.

2. A game may end in a **tie** if it reaches completion (see above), unless it is a playoff game. In that event, International Tiebreaker Rules will apply until a winner is declared.
3. The game will be considered complete after **4 innings** (3.5 if the home team is winning) in the case of weather, darkness, or time limit.
4. The defensive team can field up to **10 players** in 12U, and up to **9 players** in 14U. There are free substitutions with the exception of the pitcher. The starting pitcher, and only the starting pitcher, may be re-inserted into that position. The reinsertion of the starting pitcher can only happen once.

5. Number of Players

- No game may start with fewer than eight (8) players.
 - If a team is short players (less than 9 in 14U and less than 10 in 12U), additional age-eligible players may be selected during the regular season (not applicable in the playoffs), but:
 - Must be rostered in the same spring rec town program
 - Cannot pitch (unless they are “playing up” from a younger division)
 - Must be OK'd by the other competing team
 - Must play in the outfield and bat at the end of the lineup
 - If a team starts a game with non-rostered players and then a roster player shows up, the non-rostered player may remain in the game. The roster player will be placed at the end of the batting order.
 - In 12U, there may be up to four (4) outfielders. In 14U, there may be up to three (3) outfielders.
6. All players are to be included in a **continuous batting order**, except in the playoffs, where this is not a requirement.

7. **Bunting** is allowed, but slap bunting (a.k.a. slash bunting or “slashing”) is not allowed. This is the act of faking a bunt and then taking a full swing. This rule is in place for the safety of the players involved.
8. The **Infield Fly Rule** is in effect.
9. The **Dropped Third Strike Rule** is in effect.
10. **Sliding** is encouraged. The umpire has the discretion to call a player out on a close play when the runner does not slide.
11. **Stealing** is unlimited
12. **Pitching:**
 - Players will pitch from 40 feet for 12U and 43 feet for 14U.
 - A 12-inch ball will be used
 - Delivery of a single pitch constitutes having pitched an inning.
13. **Run / Run Ahead**
 - There is a five (5) run rule per inning. Once the sixth run has crossed home plate in any inning, play will stop and no subsequent runs will be scored in that inning.
 - Run ahead rules are as follow:
 - 15 runs ahead after 3 complete innings
 - 12 runs ahead after 4 complete innings
 - 8 runs ahead after 5 complete innings
14. **Equipment:** Players in the field are strongly encouraged to wear face masks